Ambitious aspirations,
Challenging the impossible,
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High Point Academy Curriculum Overview – Computing/ICT/Media

HIGH POINT ACADEMY

Year Group	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	In Year 7 pupils will develop their understanding of computing and digital publishing to meet the requirements of the National Curriculum. The chosen units aim to: 1. Ensure that all pupils use technology safely. 2. Develop their understanding of instructions, logic and sequences. 3. They will learn to code and programme and understand lots of things in our daily lives require programming from washing machines to games. 4. Pupils will be introduced to using a computer to produce 3D models. They will create 3D models to space,	**Connectors** **Lesson One and Two** This will be an introduction to Health and Safety whilst working on computers and Online Safety. Pupils will create a poster on working safely in a computer room and the importance of keeping passwords safe. **Computer Technology** In this unit pupils will learn about the developments in technology. To create a power point applying transitions and animations	**Connectors** **Algorithms using Flowcharts and Logo control** Pupils will develop sequences and steps to follow in order to solve problems. Pupils develop programming skills using logic and flowcharts.	**Connectors** **Introduction to Online Safety** This unit will be an introduction to online safety. Pupils will learn the necessary basic knowledge to use computers safely, effectively and responsibly, keeping personal information, learn what the term cyberbullying means. Pupils will learn about online risks and ways to overcome these. Create a movie to demonstrate safety risks and precautions.	**Connectors** **Kodu** In this unit pupils will create games through a visual programming language.	**Connectors** **Google Sketchup** Pupils will learn to effectively use Google Sketchup for 3D image design and 3D modelling.	**Connectors** **Publishing** Pupils will use Microsoft Publishing to create business documents such as a logo and poster.

		Developers	Developers	Developers	Developers	Developers	Developers
	move, resize, and duplicate objects. 5. They will develop their digital publishing skills by using Microsoft packages such as Power point and Publisher to create simple business documents.						
Year 7	In Year 7 pupils will develop their understanding on the use of computers, digital publishing and computing. The chosen units aim to: 1. Develop pupils' knowledge on the use of digital devices through mouse control and keyboard skills. 2. Ensure that all pupils use technology safely. 3. Introduce them to instructions and simple programming through the use of Blue bots.	**Lesson One and Two** This will be an introduction to Health and Safety whilst working on computers and Online Safety. Pupils will create a poster on working safely in a computer room and the importance of keeping passwords safe. **Digital Painting** Pupils will be building on	**Digital Writing** In this unit pupils will become familiar with using a keyboard to enter, remove and apply simple formatting to text.	**Introduction to Online safety** In this unit pupils will cover the necessary basic knowledge to use computers safely, effectively and responsibly, keeping personal information, learn what the term cyberbullying means. Pupils will learn about online risks and ways to overcome these. Create a movie to demonstrate safety risks and precautions.	**Blue Bots** In this unit pupils will experiment with programming a Bee-Bot/Blue-Bot and learn how to give simple commands.	**Blue Bots** In this unit pupils will experiment with programming a Bee-Bot/Blue-Bot and learn how to give simple commands.	**Pivot Animator** In this unit pupils will learn to create story-based animations.

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	4. They will create stop-start animations to create to story-based animations.	mouse skills. They will use the mouse to open a program and create simple pictures.					
Year 8	In Year 8 pupils will develop their understanding of computing and digital publishing to meet the requirements of the National Curriculum. The chosen units aim to: **1.** Ensure that all pupils safely use social media platforms – a popular source amongst teenagers. 2. Introduce pupils to spreadsheets. They will begin organising data into columns and, format data to support calculations, and apply simple formulas. 3. To identify the types of information technology (IT) being used in the	**Connectors** **Online Safety – Social Media** In this unit pupils look at the risks of social media and online profiles to give pupils a better understanding and awareness of using social media. Pupils create a video advert including a camera recording.	**Connectors** **Introduction to spreadsheets** Explain how they could be used in everyday life. Learn about some of the features of excel. How to add formula and data into a spreadsheet	**Connectors** **Hardware/Software/Operating Systems** In this unit pupils will learn about the hardware and software components and operating systems. Create a movie to demonstrate hardware and software knowledge.	**Connectors** **Scratch** In this unit pupils will create games through a visual programming language.	**Connectors** **Web Design** Pupils will create a website 'about myself' or 'food restaurant' using Rocket Cake.	**Connectors** **Publishing** Pupils will use Microsoft Publishing to create a logo and a magazine cover.

High Point Academy Curriculum Overview – Computing/ICT/Media

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	home and school. Exploring the range of hardware and software used in in places such as schools, libraries, and hospitals. 4. Allow pupils to identify what makes a good web page and use this information to design and evaluate their own website using RocketCake. 5. They will develop their digital publishing skills by using Microsoft packages such as Power point and Publisher to create advanced business documents.						
Year 8	In Year 8 pupils will develop their understanding on the use of computers, digital publishing and computing. The chosen units aim to:	**Developers** **Online Safety – Social Media** In this unit pupils look at the risks of social media and online	**Developers** **Online Safety – Social Media** In this unit pupils look at the risks of social media and online	**Developers** **Hardware** In this unit pupils will learn about external hardware and everyday software.	**Developers** **Algorithms using Flowcharts and Logo control** Pupils will develop	**Developers** **Web Design** Pupils will create a website 'about myself' or 'food restaurant' using Power point.	**Developers** **Web Design** Pupils will create a website 'about myself' or 'food

High Point Academy Curriculum Overview – Computing/ICT/Media

Ambitious aspirations,
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1. Ensure that all pupils safely use social media platforms – a popular source amongst teenagers. 2. To identify the types of information technology (IT) being used in the home and school. Exploring the range of hardware in homes and schools. 3. Allow pupils to identify what makes a good web page and use this information to design a simple interactive media product. 4. Develop their understanding of instructions, logic and sequences through flowcharts and control.	profiles to give pupils a better understanding and awareness of using social media. Pupils create a power point including videos and sound.	profiles to give pupils a better understanding and awareness of using social media. Pupils create a power point including videos and sound. .	Create a movie to demonstrate hardware and software knowledge.	sequences and steps to follow in order to solve problems. Pupils develop programming skills using logic and flowcharts.		restaurant' using Power point.

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| Year 9 | In Year 9 pupils will develop their understanding about media skills. The chosen units aim to:
 1. Pupils will learn the importance of understanding the client's requirements, planning, developing timeframes and deadlines, and the techniques involved in these processes.
 2. Pupils will learn how to create short videos - they will be exposed to topic-based language and develop the skills of capturing, editing, and manipulating video.
 3. Pupils will learn to design graphics using vector graphic editing software.
 4. They will create a business website with a range of interactive features. | **Connectors**

 Pupils to develop a wide range of ICT skills based around a given business scenario

 Research and Plan
 Pupils will research and plan their ideas.

 Desktop Publishing
 Using ICT to produce a Poster or leaflet | **Connectors**
 .
 3D Paint
 Pupils will create and edit images for a given business scenario. To explain a range of tools and techniques used to create and edit images. | **Connectors**

 Video Creation
 Pupils will create a short movie including images and sound promoting a business. To describe the tools and techniques used to create the video. | **Connectors**

 Business Webpage
 Pupils will create a website importing images and created video. Pupils will include interactive features, transitions, animations, and advanced features of RocketCake. | **Connectors**

 Testing/Evaluation
 Pupils will reflect on strengths and weaknesses and evaluate the final business product. | **Connectors**

 Planning
 Pupils will plan assets and record planning documentation. |

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High Point Academy Curriculum Overview – Computing/ICT/Media

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Encouraging independence for all!

	5. They will develop their analytical and evaluation skills through the creation of their website.						
Year 9	In Year 9 (Developers) pupils will develop their understanding of computing and digital publishing to meet the requirements of the National Curriculum. The chosen units aim to: 1. They will further develop their programming skills by using a tactile device. This requires them to consider a series of instructions. 2. Pupils will be introduced to audio production software and simple editing techniques. 3. Introduce pupils to spreadsheets. They will begin organising data into columns and, format	**Developers** **Program a Floor Robot using a Tactile Reader** In this unit pupils will program floor robots using a tactile reader. Pupils will plan and create a challenging obstacle course to maneuver the robot.	**Developers** **Audacity – Audio Production** In this unit pupils will use Audacity to produce a podcast. They will create, edit, and add music tracks to their audio recording.	**Developers** **Introduction to spreadsheets** Explain how they could be used in everyday life. Learn about some of the features of excel. How to add formula and data into a spreadsheet	**Developers** **Kodu** In this unit pupils will create games through a visual programming language	**Developers** **Kodu** In this unit pupils will create games through a visual programming language	**Developers** **Publishing** Pupils will use Microsoft Publishing to create a menu.

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data to support calculations, and apply simple formulas.					

By the end of KS3……..

Units of study at KS3 cover 3 key areas: physical computing, programming and creating media. Physical computing will allow pupils to develop their understanding of hardware and software components. Programming progresses through an increasing level of difficulty and device types. Pupils begin with producing simple media, progressing to professional business-like material.

Year Group	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y10	The AQA Unit Award Scheme will allow pupils to engage with learning and have their achievements formally recognised through certification. Pupils will achieve a certificate each term they successfully complete a unit of learning. They will build up a portfolio of certificates to evidence their skills, knowledge, and experience. Their learning will cover key topics that are essential in society exposing and	**Developers** **AQA Unit Award Certification Preparation** Being safe online (E-safety)	**Developers** **AQA Unit Award Certification Evidence Collection** Being safe online (E-safety)	**Developers** **AQA Unit Award Certification Preparation** Using technology for travel	**Developers** **AQA Unit Award Certification Evidence Collection** Collect evidence for unit – Using technology for travel	**Developers** **AQA Unit Award Certification Preparation** Collect evidence for unit – Using the internet for leisure and sports	**Developers** **AQA Unit Award Certification Evidence Collection** Collect evidence for unit – Using the internet for leisure and sports

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High Point Academy Curriculum Overview – Computing/ICT/Media

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	developing them to real life situations.					
Y11	The AQA Unit Award Scheme will allow pupils to engage with learning and have their achievements formally recognised through certification. Pupils will achieve a certificate each term they successfully complete a unit of learning. They will build up a portfolio of certificates to evidence their skills, knowledge, and experience. Their learning will cover key topics that are essential in society exposing and developing them to real life situations.	**Developers** **AQA Unit Award Certification** **Preparation** Computing – inputs and outputs	**Developers** **AQA Unit Award Certification** **Evidence Collection** Collect evidence for unit – Computing – inputs and outputs	**Developers** **AQA Unit Award Certification** **Preparation** Researching health services online	**Developers** **AQA Unit Award Certification** **Evidence Collection** Researching health services online	**Developers** **AQA Unit Award Certification** **Preparation** Employability Skills	**Developers** **AQA Unit Award Certification** **Evidence Collection** Collect evidence for unit – Employability Skills
Year 10	The Pearson BTEC Level 1/Level 2 Tech Award in Creative Media Production belongs to the Department for Educations KS4 approved qualifications. The Award gives pupils the opportunity to develop media knowledge and skills in a practical learning environment.	**Pearson BTEC Level 1/Level 2 Tech Award in Creative Media Production** **Component 2 Preparation** Pupils will apply pre-production processes, practices, skills and techniques in response to a	**Component 2 Preparation** Pupils will develop practical skills and techniques for creating content relevant to a set scenario.	**Component 2 Preparation** Pupils will develop practical skills and techniques for editing, combing and refining content relevant to a set scenario.	**Component 2 Preparation** Pupils will review content, test and identify strengths and areas for development.	**Component 1 Preparation** Pupils will develop their understanding of the relationship between media products, their audiences and purposes. Pupils must explore media products from each of the three sectors: audio/moving	**Component 1 Preparation** Pupils will develop their understanding of how media products combine genre, narrative and representation to create meaning for audiences.

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High Point Academy Curriculum Overview – Computing/ICT/Media

	The two coursework elements (Components) and exam are based around business scenarios allowing pupils to build their knowledge and awareness of business marketing and media production skills.	creative brief. They will research and generate ideas in response to a creative brief. Pupils will apply pre-production processes, practices, skills and techniques in response to a creative brief. They will produce material for the interactive sector relevant to the production, such as: sketches and storyboards and structure charts			image, print and interactive.
Year 11	The Pearson BTEC Level 1/Level 2 Tech Award in Creative Media Production belongs to the Department for Educations KS4 approved qualifications. The Award gives pupils the opportunity to develop	Pearson BTEC Level 1/Level 2 Tech Award in Creative Media Production **Recap and COMPONENT 1 COURSEWORK** Pupils will Investigate media products. They will develop their understanding of how media products create meaning for their audiences. Pupils will	**Recap and COMPONENT 2 COURSEWORK** Pupils will develop and apply media pre-production processes, skills and techniques. They will develop and apply media production and post-production processes, skills and techniques to create a media product.		**Recap and COMPONENT 3 EXAMINATION** Pupils will apply and develop their planning and production skills and techniques to create a media product in response to a client brief.	

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media knowledge and skills in a practical learning environment. The two coursework elements (Components) and exam are based around business scenarios allowing pupils to build their knowledge and awareness of business marketing and media production skills.	examine existing products and explore media production techniques.		

By the end of KS4……..

The AQA Unit Award Scheme learning, and certificates will boost pupils' confidence, improve motivation and provide evidence, helping them to make progress onto their next steps of their learning journey.

The Pearson BTEC Level 1/Level 2 Tech Award in Creative Media Production qualification will help pupils to make more informed choices for further learning. The qualification will allow pupils to consider progression to study media at post-16 as a Level 3 vocational qualification.